

Bishmit Regmi

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<https://github.com/Bishmit>

Introduction

Dedicated and passionate **C++ Programmer** with expertise in developing high-performance algorithms, interactive simulations, and Game development. Proficient in modern C++ standards (C++11/14/17/20), physics simulations, Unity and recreational programming. I am keen to pursue a career in software development and related technical roles.

Work Experience

Self-Initiated Projects | 2022 – Present

- Made Traffic Car game in Unity in 3d.
 - Made Donkeykong Mario type game in unity.
 - Developed **visual simulations**, including A* *pathfinding* and sorting algorithms, to explore and demonstrate algorithmic efficiency.
 - Built a fully interactive **graph traversal visualization** for DFS and BFS using SFML/C++.
 - Designed and implemented **classical 2D games** from scratch using SFML/C++.
 - Currently working on a **Rigid body physics engine** from scratch in OpenGL/SDL to understand how Box-collider and Rigidbody works inside the hood in Game Engine.
 - Made Basic Math Library to use it in Rigid-Body-Physics-Simulation Project.
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Skills

- **Programming Languages:** Modern C++ (C++11/14/17/20), Python, C#, HTML, CSS, JavaScript
- **Core Competencies:**
 - Data Structures and Algorithms (DSA)
 - Performance optimization and memory management in C++
 - Software architecture and design patterns
 - Game development with **SFML, SDL** and **Raylib**
 - Basic knowledge of low level Graphics API like **Modern OpenGL (GLFW, GLAD, GLM)**.
 - Problem-solving and analytical thinking
 - Neural networks and evolutionary algorithm fundamentals
- **Tools & Technologies:** Git, CMake, SQL, Unity, Basic of Blender.

Achievements

- **First Runner-Up** in Intracollege Hackathon (2024)
 - Selected and participated in **Intercollege-level Hackathon** (2023)
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Education

Lumbini ICT Campus, Nawalpur (TU)

Bachelor of Science in Computer Science and Information Technology (CSIT) | 2022 – 2026

Gurukul College +2 Science

Sunrise English Boarding School, SEE